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SEGA™ GAME GEAR™

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Racer's Guide

SEGA™
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM





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START YOUR ENGINES!

Get ready to rev up your motors, hit the dirt, and become "World Champion Remote Control Racer"!

But first you'll have to prove that you're the quickest, most radical, maneuvermaniac on the high-speed circuit today. How? By zooming through 10 different courses that get harder and trickier with each turn. Beware of dangerous track cross-overs, and of course, the rest of the field of expert R.C. Racers.

Compete for prize money and Win, Place, or Show trophies. Use your prize winnings to improve your car at the parts store. Purchase super hot rod essentials like high-performance suspension, motors, gears, batteries, and tires.

1 to 4 players can sign up at the gate—just one player races at a time—but only the best can become World Champ.

So roll up to the starting line.

Keep your eye on the clock.

Ready....set...go for it!

TUNING UP

1. Make sure the power switch of your Sega Game Gear unit is OFF.
2. Insert the **R.C. Grand Prix** cartridge into the Game Gear unit as described in your Game Gear instruction manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the Title Screen, press BUTTON 1 or 2 to start the game.

Handling Your Cartridge

- This cartridge is intended solely for the Sega Game Gear System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

PRELIMS

The distinctive feature of **R.C. Grand Prix** is that in each circuit race only one player races at a time, no matter how many players are in the game. For instance, if there are three players, then each player enters a separate race, starting with Player 1 and going in order to Player 2 and then Player 3. Except for the player who is taking his turn in the race, all of the other cars are controlled by the computer.

From the second race onward, the player who came out on top in the "Current Standings" for the previous race will be the first driver to enter the next race.

Each player's radio-controlled car is a different color:

Player 1: Red

Player 3: Green

Player 2: Blue

Player 4: Purple



R.C. Grand Prix is played by sudden death rules. If a player doesn't reach the finish line within the time limit, or if he doesn't finish the race among the top three, he will be counted *out* of the race. When you are playing with two or more players, only the players who weren't counted out of the race will be able to go on to

race in the next circuit. If all of the players are disqualified from the race, the game will be over and the Title Screen will reappear.

TAKING CONTROL

Directional Button (D-Button)



D-BUTTON:

- Press this button to the left and right to move your car in either direction.
- In the parts store, press this button to the left and right to choose your parts. Press it up and down to look at your current parts.

BUTTON 1:

- Used to start the game.
- Used to start your car.
- Used to step on the gas.
- Used to buy the parts that you have picked out.

BUTTON 2:

- Used only to start the game. Otherwise, this button is not used in the game.

Roadside Advice: When you are using the D-BUTTON to control your car it is easy to mistake the direction in which you should press the button. The direction is different depending on whether your car is advancing toward the top of the screen (going away from the player) or toward the bottom of the screen (coming toward the player). This manual assumes that your car is heading away from you (toward the top of the screen).

GRAND PRIX OVERVIEW

R.C. Grand Prix is made up of 10 circuit races. As long as you finish each race in either first, second, or third place you will be able to go on to the next race. If you come in first in all ten races, you will become the new R.C. champion!

Ending the Race

If a player winds up finishing a race in either of the following conditions, he will be disqualified and counted out of the next race:

- If time runs out before he has reached the finish line.
- If he doesn't finish the race in one of the first three places.

If *all* of the players are disqualified from the next race, the game will automatically end. Only players who finish in one of the top three places will be able to proceed to the next race.

Starting the Game

Press BUTTON 1 when the Title Screen is displayed and the Player Select Screen will appear.

Press the D-BUTTON up or down to choose the number of players in your race and then press BUTTON 1 to enter your selection.



THE NAME ENTRY SCREEN

All players begin the game by entering their names on the Name Entry Screen:

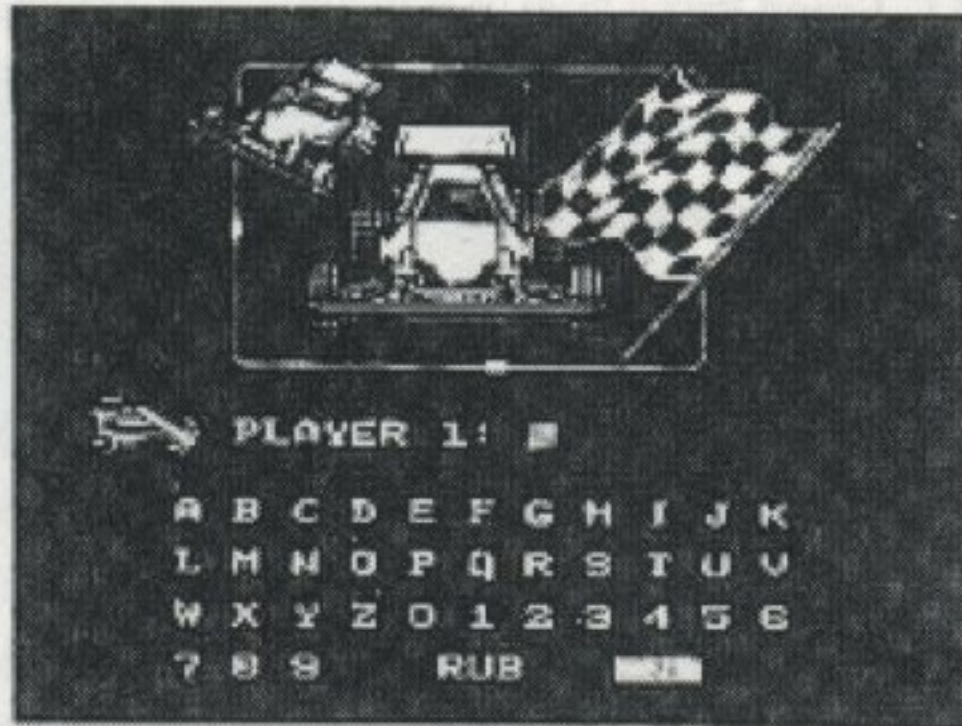
1. Move the D-BUTTON up, down, left, and right to choose the letters for your name and then press BUTTON 1 to enter each letter in the name column.

2. Choose "Rub" when you have made a mistake in entering a letter so you can erase the incorrect letter.

3. Choose "End" when you have finished entering your name correctly. When you are playing with two or more players, each player enters his name in order.

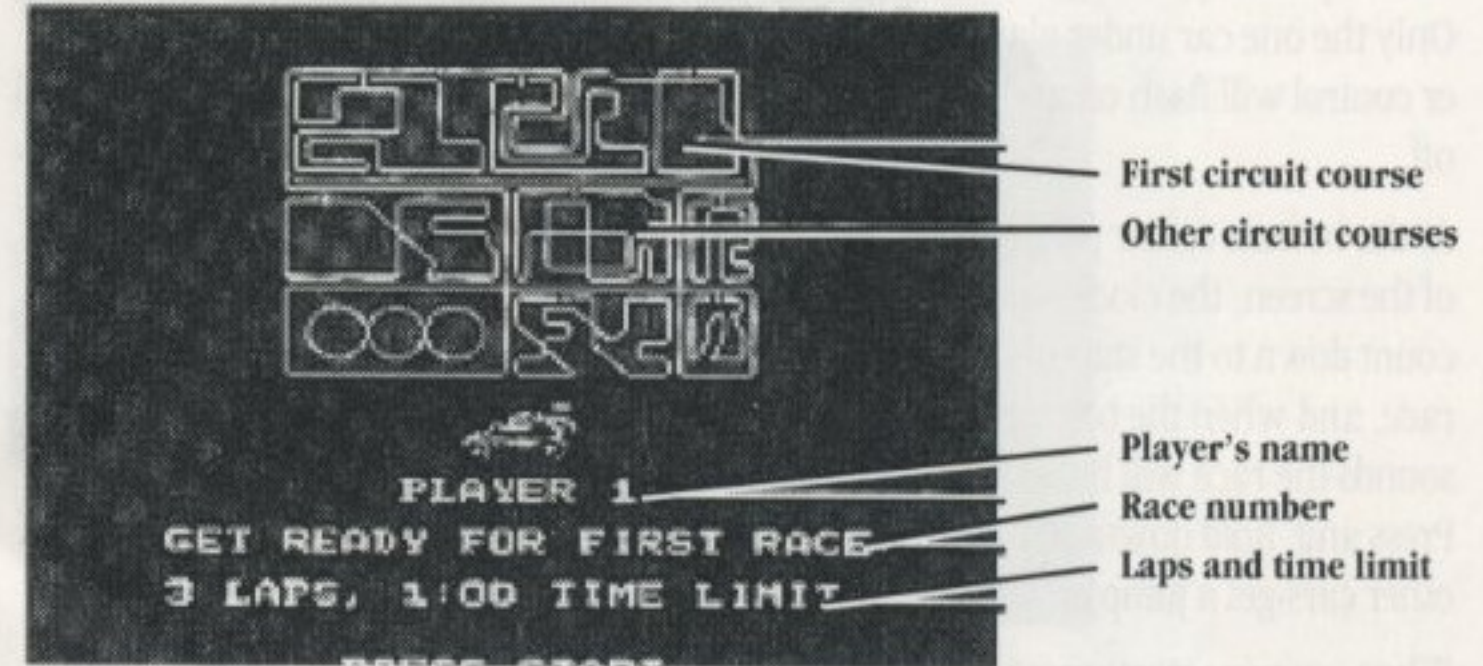
4. When all of the players are finished entering their names, it's time to begin the game.

If you don't want to enter your name, choose "End" as soon as the Name Entry Screen appears, and press BUTTON 1 to start the game right away. If you don't enter your names, each player will only be identified by a player number.



CIRCUIT COURSES

The number of laps and the time limit for each circuit will appear on the Circuit Course Introduction Screen.



You will have an advantage over the other drivers if you remember what each circuit looks like. The circuit in which you are presently racing will flash on and off.

STARTING THE RACE

After the introduction of the circuit course, the cars will move up to the starting line. Only the one car under player control will flash on and off.

At the bottom center portion of the screen, the clock will count down to the start of the race, and when the buzzer sounds the race will begin.

Press and hold down BUTTON 1 as soon as you hear the buzzer and try not to let the other cars get a jump on you.

When your car starts moving, be sure to steer it so that it doesn't veer off the course. When you get to an intersection, go straight through. If you turn your car at an intersection, you will wind up racing on the wrong course, and you might not be able to reach the finish line before time runs out.

Each time you get to a corner, an arrow will appear that points you in the right direction. A buzzer will sound before every corner, warning you that a turn is coming up. Get ready to turn before you reach the corner and you will be able to make it around that corner smoothly.

If the race's time limit expires before you have made it to the finish line, your car will stop in its tracks and the race will be over. As a result, you will be disqualified and won't be able to run in the next race.

Roadside Advice: Except for the car that you are controlling, all of the other cars are controlled by the computer.

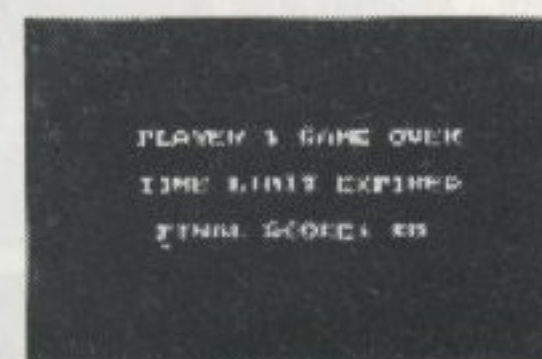


CROSSING THE FINISH LINE

Each race will end when you have completed the required number of laps and crossed the finish line. Then, the results for that race will be displayed on the screen. If you finish in first, second, or third place, the following screen will appear:



If you finish in fourth place, the above screen will appear.



If time runs out before you reach the finish line, the above screen will appear.

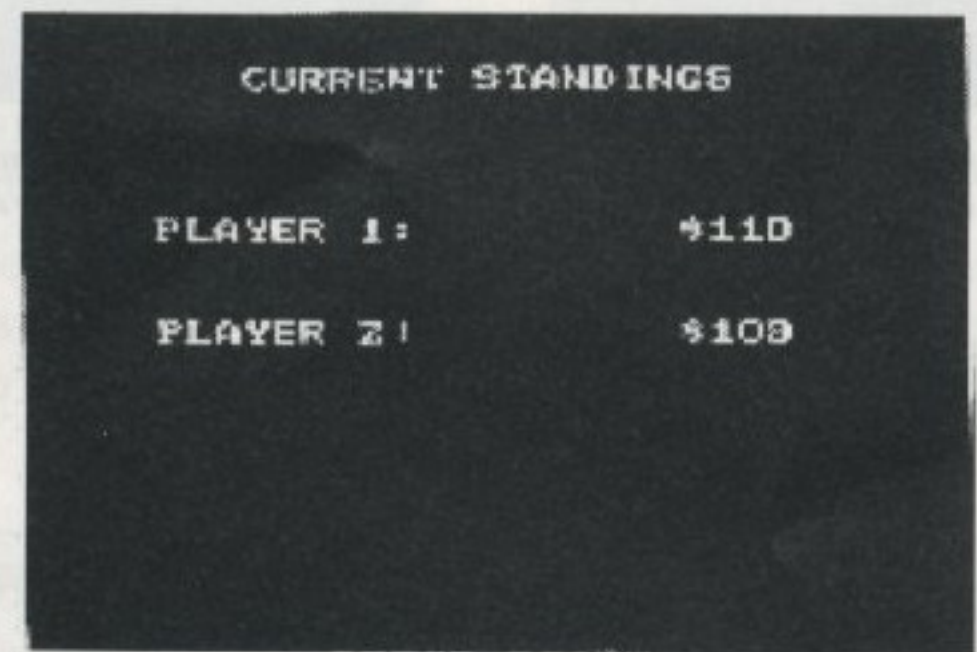
STARTING THE FINISH LINE

If you finish fourth, or don't finish before time runs out, you will be disqualified. When any race after the first one is completed, the following screen will appear:



You came in third place in the first race. You were disqualified and the game ended after the second race.

When all of the players have completed a race, the following screen will appear:



The players whose names appear in the standings are still in the game, and they can go on to enter the next race.

PRIZE MONEY AND TIME BONUSES

Prize money is awarded to all of the drivers that finish in third place or better.

- First place: \$100**
- Second place: \$50**
- Third place: \$25**

Labels on the left side of the screen:

- Your name
- Your position in the standings
- Prize money
- Time limit

Labels on the right side of the screen:

- Your time for the race
- Time bonus
- Your total winnings for this race
- Total amount of prize money you've won so far

If you finish a race in third place or better before time runs out, you will receive a time bonus.

Your time for the race is subtracted from the time limit, and the remainder is translated into a dollar prize:

$$\text{Prize} = (\text{time limit} - \text{player's time}) \times \$1.00$$

You can then use your prize money to modify your car.

THE PARTS STORE



As soon as you get at least \$120 in prize money, you will be able to go to the parts store and buy new parts to modify your car.

When you don't have enough money to buy new parts, the message to the left will appear on the screen.



The order in which players enter the store is determined by your scores from the last race. The player with the worst score will be the first one allowed to enter.

When the checkered flags appear on the screen, your total prize money will also be displayed. Then you can choose to either enter the store or pass it by. Choose "Enter Store" when you want to buy new parts. Choose "Skip Store" when you don't want to buy any new parts, and you will go on to the next race.

When you have \$120 or more, the above message will appear on the screen, and you can then choose to enter the store to buy new parts.



Choose "Enter Store" and press BUTTON 1 to enter the parts store. Once you have entered the store, a list of the parts and their pieces will appear. Move the D-BUTTON to the right and left and different parts will be displayed. When the part you want to buy appears, press BUTTON 1 to make your purchase, and the word "Sale" will appear. However, if you don't have enough money to buy the part you've chosen, the message "Not Enough Money" will appear instead of "Sale" and you won't be able to buy that part.

Press the D-BUTTON up and down and the parts you're currently using in your car will be displayed, along with the amount of money you have.

When you're finished buying parts, press the D-BUTTON to the right or left to go to "Exit Store," and then press BUTTON 1 to leave the store.



Roadside Advice: There is only one of each type of part in each store. Once someone has bought a part, the "Out of Stock" message will appear next to that part's name. Even though a part is out of stock, you will have another chance to buy it at the store at the end of the next race.

PARTS LIST

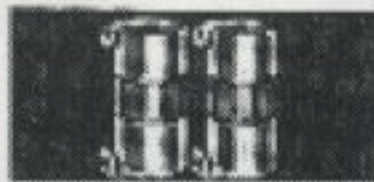
Motor: With a new motor your car will run faster than before. But powerful motors also use up your battery supply. If you don't use powerful batteries, you might run out of energy and suddenly slow down in the middle of a race.

Tires: New tires will help you grip the road better and reduce skidding at corners.

Suspension: A new suspension will make your car handle better on curves.

Gears: Use new gears to improve your acceleration.

Batteries: New batteries last longer than ones you started the game with. The stronger your batteries are, the faster your motor will work.



Roadside Advice: When a car that has been modified by one of the other players enters a race as a computer-controlled car, it will possess all the parts the player bought for it.

TRACK TIPS

- Racing smoothly around corners is a key to winning the circuit course races, so try to remember the courses as well as you can.
- Try mastering techniques for going through turns as fast as you can. When you're approaching a corner, do you head for the inside of the track or the outside?
- When you're going through a turn, don't keep the gas pedal button pressed down. Try releasing it at some point during the turn.
- Try blocking the other racers' way on the track and finding the best position for your car. But don't spend too much time battling with the other drivers or you might end up running out of time.
- When you're in a one-player game and you modify your car between races, remember that the other cars will be modified, too.
- When you're playing with two or more players, pay attention to how the other racers modify their cars. The other players' cars will have the same modified performance even when they are controlled by the computer.
- Don't give up even if the computer-controlled cars speed way ahead of you. They might have some trouble on the way, giving you the chance to catch up with them.

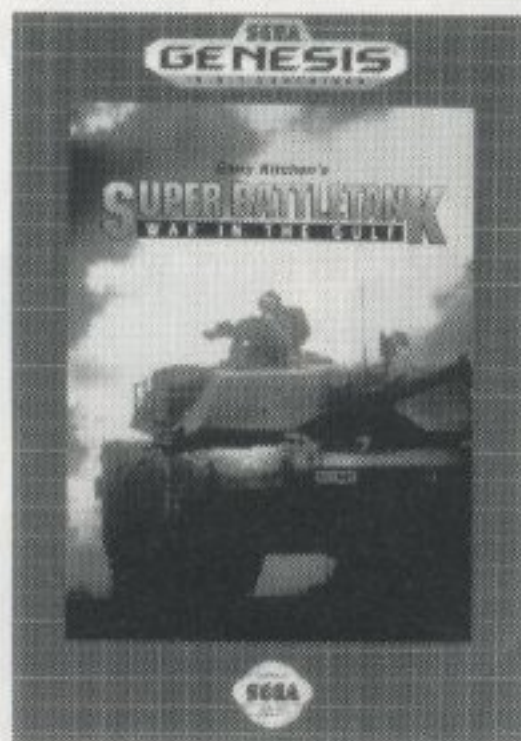
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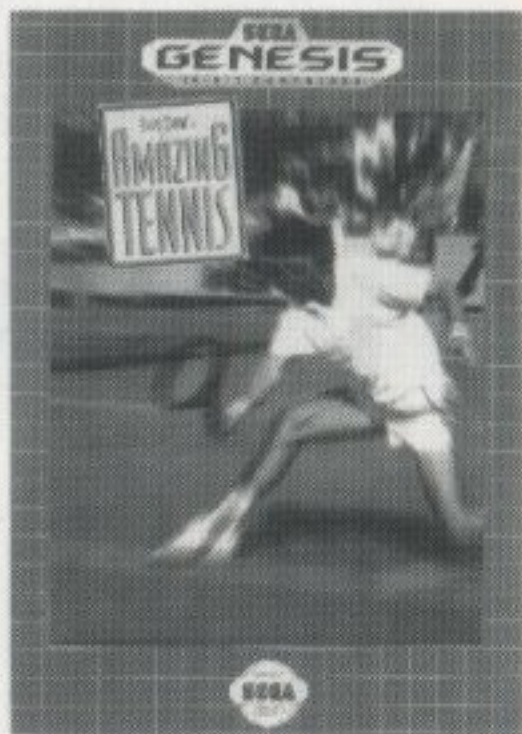
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